- If the question mark matches the color of your own pawn, take a riddle from the pile and go again.
- If the space underneath the maze tile says, "Go to the center", go to the Reading Riddle Maze tile that you started on. Take a riddle card from the pile to read on your next turn.
- If it says, "Take another turn", go again.
- If it says, "Change places with another player", switch your pawn with someone else's pawn. Take a riddle card from the pile to read on your next turn.
- If there is nothing there, take a riddle card from the pile to read on your next turn.
- 8. The first player to collect three riddle cards wins. For the advanced level, collect five riddle cards to win.

### **Special Notes**

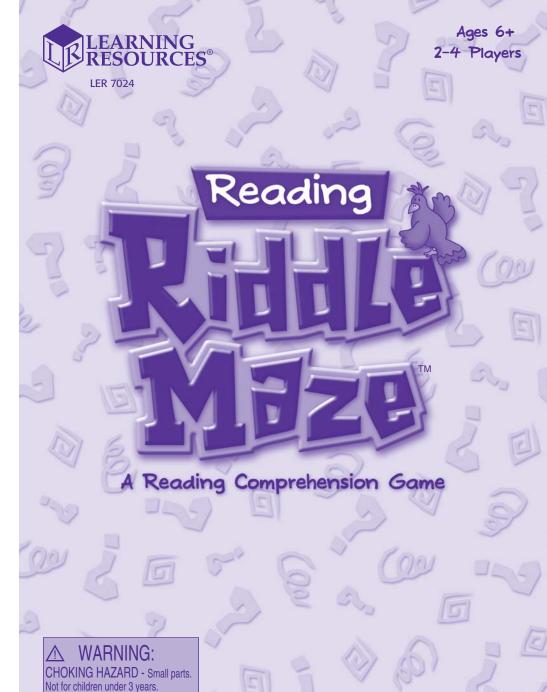
- 1. Putting the tiles in different locations each time you play provides a new gameboard every time for challenging gameplay.
- 2. For a longer game, try collecting more riddles.



For a dealer near you, call: (847) 573-8400 (U.S. & Int'l) (800) 222-3909 (U.S. & Canada) +44 (0)1553 762276 (U.K. & Europe)







# What is a riddle?

A riddle is a mystifying, misleading, or puzzling question posed as a problem to be solved or guessed.

### **Contents:**

Game board • 80 Riddle cards • 81 Double-sided maze tiles • 4 Colored pawns

# Object of the Game

Be the first player to collect three riddle cards.

There are two ways to collect riddle cards.

- 1. Solve a riddle.
- 2. Collect a riddle card from another player.

# Set Up

1. Choose a level of play.

### Beginning level:

- Place all the maze tiles randomly on the game board, green side up, until the board is filled. Put the tile that says "Reading Riddle Maze" in the center over the words Reading Riddle Maze on the board.
- Use only the green riddle cards. Place them in a pile, face down, to the side of the board. You will draw riddles from this pile.

### Advanced level:

- Place the maze tiles purple side up and use only the purple riddle cards.
- 2. Each player chooses a colored pawn and places it on the center Reading Riddle Maze tile.

### **Rules of Play**

- 1. Each player draws a riddle card from the pile.
- 2. The player with the highest number at the bottom of his or her card takes the first turn. Play continues to the left.
  - Note: The numbers on the riddle cards do not match the numbers on top of the maze tiles.

# Up in the sky each night I usually shine so bright. Sometimes I look full and round, Circling the earth without a sound.

21

- 3. On your turn, read your card aloud and find the picture on the maze tile that it describes.
- 4. Figure out how to get to the picture that answers the riddle by following the maze. You may turn the direction of **one** maze tile before you move.
  - Plan ahead! You can not change your route once you have started moving.
  - You can turn a tile even if another player is on it.
- 5. Follow the path as far as you can go on your turn.
  - If you did not reach the matching maze tile, your turn is over. Do not take another riddle card. On your next turn, continue trying to reach the maze tile.
- 6. When you reach the maze tile that you think answers your riddle, flip the tile over and check to see if the number on the back of the maze tile and the number on the bottom of your riddle card match.
  - If the numbers do not match, try again on your next turn. Do not take another riddle card.
- 7. If you were correct and the numbers match, set the riddle card aside and look at the board underneath the maze tile. It will have either a colored question mark that matches one of the pawns, or it will have written directions, or there will be nothing there.
  - If there is a question mark, take a riddle card that has already been solved away from the player whose pawn matches that question mark and add it to your pile of solved riddles. If no one has that color pawn, take a riddle card that has already been solved from the person to your right. Then take a riddle card from the pile to read on your next turn. Your turn is now over.